

CONNECTICUT GAME CLUB THE GAMER'S 'ZINE

27 Mark Street
Milford, Ct. 06460



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Rod Walker #
Alcala
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See pg 3 IPS

THE GAMER'S 'ZINE is published monthly on the third Saturday of each month. Articles dealing with Play-by-Mail gaming topics are sought. Remuneration ranges from one free copy of the 'Zine in which the article appears to a maximum of three free issues or a cash equivalent of \$0.40 per issue less \$0.20 postage. Current subscribers will receive an extension of their subscription or cash equivalent as above. The amount of remuneration shall be based on the judgement of the Publisher, which shall be influenced by the quality and the length of the article.

THE GAMER'S 'ZINE gratefully acknowledges the support of the Connecticut Game Club in its publication. All individuals running games in THE GAMER'S 'ZINE are members of the CGC. The CGC provided substantial material support during the start-up of the 'ZINE and continues to support this effort through the loan of its mimeograph machine for the duplication of copies. In addition, some of the gamemasters supply their own stencils and perform their own typing. All other expenses and efforts related to publication are the responsibility of the Publisher.

Publisher, Editor, Typing and... DIPLOMACY™ (THE GAMEMASTER)....Earl E. Whiskeyman, Jr.
FINAL CONFLICT III
MILAN

Editor, Typing and... EN GARDE! (THE KING).....Dave MacRae

NONE THIS ISSUE BECAUSE THE KING IS ON VACATION

Editor,, SOURCE OF THE NILE (THE DIRECTOR)..Harrison S. Burke

Editor, Typing and... ENGLISH ACCENT! (LORD PRIVY SEAL)..Eric Olin
(players are actively sought for all of the games)

Single Issues are \$0.60 and are generally available at the monthly CGC meeting. A free sample is available upon request (a SASE is appreciated). No more than one free sample will be issued per person. Duplicate copies and additional requests may be obtained at the single issue price or by subscription. YOUR EXPIRATION ISSUE NUMBER APPEARS (IF APPROPRIATE) ON YOUR LABEL JUST ABOVE YOUR NAME (e.g. x80 expires with issue number 80). RESUBSCRIBE OR EXTEND YOUR SUBSCRIPTION NOW! 6 ISSUES for \$3.00, or 12 ISSUES for \$5.00. Make Checks payable to Earl E. Whiskeyman, Jr. Game fees: \$4.00 each game entered. DIPLOMACY™ and variants include a \$2.00 NMR fee as part of the game fee. A sub is not required to play. If you can obtain a copy of THE GAMER'S 'ZINE on a regular basis from a friend, trade or other means, you are welcome to enter any game. This practice is most useful to spouses, POSSLO's, NDN's and others who share strange hobbies as well as geographic locations. Please note that this practice does not mean that players sharing a subscription will be permitted to enter the SAME game. For games involving diplomacy, players involved in the same game must be from scattered locations.

REMINDER! Players must submit DIPLOMACY™ moves to THE GAMEMASTER, 27 MARK STREET, MILFORD, CT., 06460. EN GARDE! moves must be submitted to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT., 06430. SOURCE OF THE NILE moves must be submitted to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820. ENGLISH ACCENT! moves must be submitted to LORD PRIVY SEAL, 30 LYNN COURT, DARIEN, CT, 06820.

DIPLOMACY™ STANDARD ABBREVIATIONS:

BOT - Gulf of Bothnia	LPL - Liverpool	LYO - Gulf of Lyon	LVN - Livonia
NAF - North Africa	NAT - North Atlantic	NRG - Norwegian Sea	NTH - North Sea
NWY - Norway	TRL - Tyrolia	TYN - Tyrrhenian Sea	

All others use the first three letters of their province name.

DIPLOMACY™ GAME NUMBER 7 is now CLOSED! SEVEN PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA), BECK(LA), CUNNINGHAM(CT), SAFIRSTEIN(NY), AND PACK(NM). I have received preference lists from Cartier, Beck and Pack. By separate letter. I have requested preference lists from the others. In any case, the countries will be assigned on August 25th and players will be notified privately of the country assignments and of each others addresses and additional pertinent information. A request will be made for an assignment of a regular # from the current BNC (Boardman number custodian).

Standbys for this game are wanted. Standby list: none

REFUND POLICY - THE GAMER'S 'ZINE will refund the prorata unused portion of any subscription

upon request. Note that refunds apply to subscriptions only. Games fees are not refundable unless the player withdraws from the game prior to the assignment of countries.

STANDBYS ARE WANTED - ANYONE MAY HAVE THEIR NAME PLACED ON MY STANDBY LIST FOR THE ASKING AS LONG AS THEY ARE A SUBSCRIBER. NOTE: A REGULAR PLAYER DOES NOT HAVE TO SUB, BUT A STANDBY DOES. ON THE OTHER HAND, A STANDBY PAYS NO GAME FEE. INDIVIDUALS RECEIVING A TRADE FOR ZINE OR SERVICES ARE CONSIDERED TO HAVE A PAID SUB AND ARE ENTITLED TO ANY OF THE PRIVILEGES OF A REGULAR SUBSCRIBER.

MILAN - Milan is a DIPLOMACYTM variant which introduces a change in the map for Italy only. Instead of having a supply center in VENICE, the map is redrawn to remove TUSCANY entirely, and place a province called MILAN between VENICE, PIEDMONT, TYROLIA and ROME. The name of VENICE is changed to VENEZIA and is NOT a supply center. MILAN IS a supply center. This variant is an English idea and they want to run lots of playtest sections to see if it improves the play of Italy as much as we all believe it will. This is exactly the same as a regular game except that Italy opens with A MIL and there is no A VEN. Another version includes opening F ROM instead of A ROM in addition, providing Italy with some very interesting options.

GAME #9 WILL BE A GAME OF MILAN, provide I receive sufficient interest from my readers. No player has expressed interest in this game, so far.

FINAL CONFLICT III will be run as game #10, provided sufficient interest in this game is shown by the readership. In the latest issue of DIPLOMACY WORLD, a demonstration game of a DIPLOMACYTM variant called FINAL CONFLICT III has been started. The rules seem sufficiently complete to enable me to run a variant game, and I am intrigued enough by this variant to offer the following:

If I get seven players I will start a game. For a copy of the rules, I suggest that you purchase a copy of the spring, 1984, issue of DIPLOMACY WORLD, available from Rod Walker, 1273 Crest Dr., Encinitas CA 92024, for the current issue price of \$2.50.

This variant is basically a seven player, world conflict game using DIPLOMACYTM type rules for conflict resolution, but taking place beginning in Spring 2101. Two additional units are included - planes, and "nukes". The powers include AUS(Commonwealth of Australia), BRA(United States of Brazil), CHI(People's Republic of China), PAL(Pan-Arab League), RUS(Soviet Union), SAF(South Africa), and USA(United States of America).

Any player who joins this game will be supplied with a copy of the rules and a copy of the map on 8-1/2 x 14. For this game only, send a \$4 game fee(includes \$2 NMR) along with your preference list to: EARL WHISKEYMAN, 27 MARK ST., MILFORD CT 06460. One individual has expressed interest so far: OLIN (CT)

DIPLOMACYTM GAME #11 IS NOW OPEN. THIS WILL BE A REGULAR NATIONAL PLAYER'S GAME OF DIPLOMACYTM. NO MORE THAN TWO PLAYERS FROM THE SAME TELEPHONE AREA CODE WILL BE ACCEPTED INTO THIS GAME. THE GAME FEE IS \$4(INCLUDES A \$2 NMR FEE). SEE ABOVE FOR SUB FEES AND ALSO SEE THE NOTE ON STANDBYS. NO PLAYERS HAVE EXPRESSED INTEREST(I.E. PAID THEIR GAME FEE) IN THIS GAME SO FAR.

Opponents Wanted for D&D campaign in early stages. Call Eric at (203) 348-7998, or write to him at 30 Lynn Ct., Darien, CT, 06820.

EDITORIAL&c. THE WINNERS OF HIDDEN CONTEST#2 are ERIC OLIN and RONALD ZYGMUNT. Each will receive a one-issue extension to their subscription for their correct answers to the hidden contest question: "Name the Province(s) from which the most other provinces can be moved to in one direct(no convoys) move. Restated, that means, name the province which is adjacent to the most other provinces for a fleet and for an army(could be different)."

The correct answers are FLEET - North Sea, 11 adjacent provinces (count'em) and ARMY - Burgundy, Munich and Galicia all with 7 adjacent land provinces. Yes, it was tricky since there were three provinces which met the army adjacent maximum of seven. Note also that armies are not "adjacent" to seas.

Speaking of DIPLOMACYTM, I am going to take a few lines to discuss House Rules(HR's). In past games which I have run, I did not use any explicit house rules, per se(that's the 'anything you can get away with' scenario). But, I recently came into possession of some rather extensive HR's written by Rod Walker, (Eighth Edition, 1 May 1984). I like many of the rules and the way he explicitly covers a number of aspects of play which otherwise could lead to misunderstandings. I intend to blatantly plagiarize most of his HR's, changing only a few items here and there to suit my own fancy. OK, Rod? Anyway, if not, please have your lawyer get in touch with my lawyer and we'll settle amicably out of court(I hope). P.S. Where can I get a copy of the CDO Code of Ethics?

All players who participate in a game will be sent a copy of my HR's at the time the player's starting position is announced. I usually send a separate letter to each player at the beginning of the game to cover rules and other details, and include all of the player's names, addresses and countries.

Now on to other things. Last issue I mentioned that I would discuss the DIPLOMACYTM order, its syntax, and how to make the computer read the order. The trick to this is to find the pattern that exists for every order. In my case, I was using the 1971 Games Research, Inc. rules which are almost(but not quite) identical to the current 2nd edition/Feb. '82 Avalon Hill Game Company rules. In either case, however, the mechanics of writing orders, and the sample orders written are the same in style. The unit ordered is shown first, followed by the unit's province, then some action such as move, convoy, support or hold. Each type of order has a pattern:

A MOS-WAR	A typical move order
A MOS HOLDS	A typical hold order
A MOS S A WAR	A typical support order, but support orders can be more complex.
A MOS S A WAR-UKR	Supporting a moving unit
A MOS S ITALIAN A GAL-UKR	Supporting a foreign moving unit
F BLA C A CON-SEV	A typical convoy order, but convoy orders can be very complex
F ION C ENGLISH A LON-GRE	A not so typical convoy order, presumably part of a multiple order set effecting the convoy of an army across several sea provinces.

Ok, so where's the pattern? Look at the above orders. If you have any analytical talent, you will notice the pattern, or at least the parts of some pattern. There are nine parts to an order. One is implicit, and the other eight are explicitly shown above. If, without seeing the explanation below, you spot the nine parts, you should be a systems analyst. If you spot eight, you need only some training, seven is average. If you don't see seven parts or don't even see any pattern at all, then analytical work is not your bag.

The nine parts of an order are:

1) The type of unit being ordered. Every order begins with the unit type being ordered, either an army or a fleet. This part is always one character long. There will be a space between this part and the next part.

2) The unit's starting province. Every order has in its second position, the province code for the unit being ordered.

3) The unit's order type. This varies by order type, but can be immediately determined by examining the positions following the starting province. If followed immediately by a "-", the order is a move(attack) order. If followed by a "(" then the unit moving is a fleet and a coast is being indicated. Coastal moves were not shown above. I show later how they are resolved, but they are just an interference factor which I remove through a procedural process. If there is a space following the starting province(including the ()coastal indicator) then the move is either a hold, support or convoy. In each case, it is apparent from the next part of the order, which will show the type code as "S" or "C" or "HOLD".

4) The unit's destination province. This part occurs only for move orders and immediately follows the move type indicator "-". Note that I differentiate a moving order's destination province as a separate part of the order(a separate subpattern) and that I do not try to make the order a physically overlayable mapping for every order or order type.

5) The other unit's country. This occurs only when supporting or convoying a foreign unit. The name length gives away the existence of this item. In practice, I check the name length, and if longer than one, I use the first character to determine which country it belongs to.

6) The type of unit supported, or convoyed. If item 5, above does not exist, then, for

support or convoy orders, this part is always next and always one character long and always either an "A" or "F" for support and always an "A" for convoys.

7) The supported or convoyed unit's starting province. This may include a coastal reference for supported fleets. Note that there will exist a corresponding order which matches the last part of a support or convoy order. If a fleet has a convoy order, then there must be somewhere an army with move orders corresponding to the convoy. If not, then the convoy order will fail.

8) The supported or convoyed unit's ending province. This will always exist for a convoyed army, but will exist for a support order only if giving support to a move. If supporting a unit in place(holding), this part of the order will not exist.

9) The unit's country. Yes, absolutely required! Not implicitly shown above, but, for any adjudication, computer or human GM, the adjudicator must know whose orders are being read. That means, for the computer, coding or tracking the country giving the order. In my case, I solved this procedurally, by having the computer program ask for the country code for the orders to follow, then by tacking the code to the orders for processing. This allowed me to enter the orders exacting as coded (or rather exactly as recommended for coding in the DIPLOMACYTM rules.

Now, before I discuss how the order syntax is processed, I would first like to cover the order input process. Obviously, before the computer can analyze the order for syntax, the order must be loaded. Entering the order is just one aspect of this effort. What happens if you make a mistake? Correcting already entered orders and adding and deleting orders is also necessary. You can see that when you begin to process any information by computer, the level of complexity rises because everything you may have done and could easily handle manually must now be explicitly coded so the computer can also handle these processes.

In order to set up input orders, I prepared a small program which allows inputs, additions, and deletions, and corrections to already entered orders. This program follows with a narrative explanation for selected lines. I would like to mention that I was able to copy this program from the actual basic file into the SuperscriptTM file with the utilities provided as part of the package. All I had to do was save the basic program in ascii format (a option within the basic package, convert the ascii file to SuperscriptTM via a option in the SuperscriptTM package and load the file into these pages using the block copy facility.

10 ' DIPLOMACY ADJUDICATION by Earl Whiskeyman

20 CLS

30 CLEAR 10000

40 PRINT @260, "DIPLOMACY ADJUDICATION for the GAMEMASTER"

50 DATA R,T,I,A,F,G,E

60 DEFINT A-Z

70 DIM O\$(40,2)

'line 80 was deleted and the program not renumbered

90 PRINT "LOADING TABLES"

100 FOR I=1 TO 7

110 READ T1\$(I)

120 NEXT I

130 PRINT "COUNTRY CODES LOADED"

140 FOR I=1 TO 250: NEXT I

150 'QUERY FOR PROGRAM TYPE

160 INPUT "<N>EW OR <C>ONTINUED ENTRIES": A\$

170 IF A\$="N" GOTO 200

180 IF A\$="C" GOTO 230

190 PRINT "PLEASE INPUT N OR C": GOTO 160

200 'NEW SEASON - START ENTRIES

210 GOSUB 1090

' The file holding the orders must begin with an alpha character. I chose to use the BNC # for the game (presuming there is one), reversing the Alpha characters with the year and tagging the season code to the file, thus allowing a retention of each seasons orders, just in case a review is necessary at some future time. These files can be subsequently saved on tape to save disk space.

220 GOTO 320

230 'CONTINUE ENTRIES PREVIOUSLY STARTED

240 GOSUB 1090

```
250 OPEN "I",1,G#
260 FOR I=1 TO 40
270 INPUT #1,O$(I,1),O$(I,2)
280 IF O$(I,1)<>"0" THEN OC=OC+1
290 NEXT I
300 CLOSE 1
310 GOTO 490
320 'ENTER ORDERS
330 OC=0
340 CLS:PRINT "INPUT ORDERS"
```

'No adjudication occurs in this program, just order entry.

'Orders are usually received for each country, one country at a time, therefore I chose to group each country's orders together, and append the country code to the order as a byproduct of the entry process. This approach allows each order to be entered as it is written. In some cases, the Gamemaster must recode the order if it is not in the normal coding format, but the Gamemaster wishes to have it process as an acceptable order anyway. I have not found this to be a problem for myself, but I have become very familiar with the coded order structure and feel comfortable with it. Others may feel less comfortable with this approach. Any comments regarding this would be welcome.

```
350 INPUT "COUNTRY - R,T,I,A,F,G,E OR X WHEN DONE";C$
360 IF C$="X" GOTO 740
370 IF C$="R" OR C$="T" OR C$="I" OR C$="A" OR C$="F" OR C$="G" OR C$="E" GOTO 390
380 PRINT "INVALID ENTRY";GOTO 350
390 FOR I=1 TO 17
```

```
400 PRINT "ENTER ORDER FOR COUNTRY ";C$," OR X IF DONE, C TO CORRECT";INPUT "";A$
'Orders are entered freeform, but the next program will check syntax and if an order does not conform to acceptable syntax, the order will be marked in error in the next program. Of course, the Gamemaster can always return to this program and correct the order syntax or any other problems encountered.
```

```
410 IF A$="X" THEN I=17:NEXT I:GOTO 350
420 IF A$="C" THEN I=17:NEXT I:GOTO 490
430 OC=OC+1
```

```
440 O$(OC,1)=C$
450 O$(OC,2)=A$
```

```
460 IF OC=40 PRINT @960 "MAXIMUM ORDERS ENTERED";I=17:NEXT I:FOR J=1 TO 1000:NEXT J:GOTO 740
```

'While only thirty-four units can be on the board at one time, it is always possible for duplicate or extra orders to be handed in. While rare, this program has been set to handle a few extra orders (up to 40 total) which will accomodate almost all situations. Should more than 40 orders be entered, some manual intervention would be required to handle them. This program could be changed to handle any number of orders, but subsequent programs would also be affected.

```
470 NEXT I
480 PRINT "MAXIMUM ORDERS SUBMITTED FOR ONE COUNTRY";GOTO 4020
490 'CORRECTIONS
```

```
500 CLS:PRINT "CORRECT ORDERS - CHANGE, ADD OR DELETE"
```

```
510 PRINT "IF YOU KNOW THE ORDER NUMBER YOU WANT TO CHANGE OR DELETE,"
```

```
520 PRINT " ENTER THE # FOR COMMAND, ELSE ENTER P TO DISPLAY ORDERS, OR"
```

```
530 PRINT " ENTER A TO ADD ORDERS OR X TO QUIT"
```

```
540 INPUT "COMMAND - ORDER NUMBER OR P OR A OR C";A$
```

```
550 IF A$="P" GOTO 740
```

```
560 IF A$="A" GOTO 340
```

```
570 IF A$="X" GOTO 960
```

```
580 O1=VAL(A$)
```

```
590 PRINT O1,O$(O1,1),O$(O1,2)
```

```
600 INPUT "REPLACEMENT ORDER OR D TO DELETE ORDER";I$
```

```
610 IF I$="D" GOSUB 650 :GOTO 540
```



```
620 O$(O1,2)=I$
630 PRINT "REPLACED ORDER";O1,O$(O1,1),O$(O1,2)
640 GOTO 540
'When an order is deleted, the following process removes the order and reclaims the space used
by the deleted order. This process is necessary to permit smooth processing and to simplify EOF
(End-of-File) checking.
650 FOR Q=01 TO 39
660 O$(Q,1)=O$(Q+1,1)
670 O$(Q,2)=O$(Q+1,2)
680 NEXT Q
690 O$(40,1)=" "
700 O$(40,2)=" "
710 OC=OC-1
720 PRINT "WARNING** DELETE HAS CAUSED RENUMBERING OF ORDERS"
730 RETURN
740 CLS 'DISPLAY ORDERS
750 PRINT "THE GAMEMASTER IS NOW GIVEN A CHANCE TO REVIEW EACH"
760 PRINT "COUNTY'S ORDERS TO MAKE SURE THAT THE ENTRIES ARE"
770 PRINT "AS INTENDED...CORRECTION MAY, OF COURSE, BE MADE"
780 PRINT "DISPLAY ORDERS"
790 INPUT "WHICH COUNTRY - R,T,I,A,F,G,E OR X OR C";C$
800 IF C$="X" GOTO 960
810 IF C$="C" GOTO 490
820 CLS
830 SL=0
840 FOR I=1 TO 40
850 IF O$(I,1)=C$ THEN GOTO 870
860 GOTO 930
870 SL=SL+1
880 IF SL>15 GOTO 910
890 PRINT I,O$(I,1),O$(I,2)
900 GOTO 930
910 SP=((SL-16)*64)+32
920 PRINT @SP,I,O$(I,1),O$(I,2);
930 NEXT I
940 IF SL=0 PRINT "NO ORDERS FOR THAT COUNTRY HAVE BEEN SUBMITTED"
950 GOTO 790
960 'SAVE ORDERS
970 PRINT @960, "STANDBY WHILE ORDERS ARE SAVED"
980 OPEN "O",I,G$
990 FOR I=1 TO 39
1000 IF O$(I,1)="" OR O$(I,1)=" " THEN O$(I,1)="0"
1010 PRINT I, O$(I,1),O$(I,2)
1020 PRINT #1, O$(I,1);",";O$(I,2);",";
1030 NEXT I
1040 IF O$(40,1)="" OR O$(40,1)=" " THEN O$(40,1)="0"
1050 PRINT I, O$(40,1),O$(40,2)
1060 PRINT #1, O$(40,1);",";O$(40,2)
1070 PRINT "END OF ORDERS"
1080 END
1090 'GAME# & SEASON
1100 INPUT "GAME#(E.G. AZ1984),SEASON(E.G. S01)";A$,B$
1110 G$=A$+ "/" +B$
1120 RETURN
```

Next time I will look at the orders and the syntax analysis process. I hope the above has been interesting for you. Your comments and questions would be welcome.

EN GARDE...WITH AN ENGLISH ACCENT

NAME	SL	ST	EN	CON	EXP	MA	REGT	M	CLUB	L	FAV
HAMBONE	8*	10	8	80	12+2s	3	Maj*/RSG	E	Tan*	496	1
HENDON	8	11	13	143	9	4	Lt Col/QD	L	Tan	1181	1,2,3
HORNBLOWER	7	13	8	104	9	3	Ens*/Line*	N	Bag	57	2,3
McBURKE	1	7	15	115	12+2.25d	1	Sea/Line	-	---	24	---
MORGAN	7*	12	11	132	7+1.75c	5	Capt/RMLI	G	Tan*	208	2,2,4
O'CONNOR	4*	14	10	140	12+.5r	8	Lt Col/RMF	F*	Non*	433	1
PARKSBROW	9*	10	9	90	10+2.5c	2	Ens*/Flag	P	Tan	1148	1,3
TAFFYWACKER	9	13	5	65	11+4r	6	Maj*/RD	O	Tan	205	1,4

* - indicates a change.

APPOINTMENTS:

MENTION:

Morgan: Regt Surg, St Thos

Morgan (1)

Hendon: Div. Adj.

MISTRESSES: (SL, *=kept, B=Beauty, W=Wealth, I=Influential)

Alice	12IW	*Frances	6BI	Kate	8	*Patricia	10BIW
Barbara	9I	*Grace	11	*Loretta	10B	Rhonda	9BW
Charlotte	10I	*Henrietta	18BIW	Mary	15W	Sarah	16
Delores	10W	Irene	9B	*Nell	9BI	Tess	15
*Emily	7	Joan	14BW	*Olivia	12BI	Violet	13

DEBTS: McBurke, 110, OD; Hornblower, 550, OD.

HIS ROYAL MAJESTY, CHARLES I, by the Grace of God, King of Great Britain, Ireland and France, Defender of the Faith, takes sublime pleasure in announcing that Her Majesty, Queen Henrietta Maria is with child, the Blessed Event being expected in May or June.

- LORD PRIVY SEAL

LONDON TATLER

"All the News that Fits"

Fall 1629

KING DISSOLVES PARLIAMENT - COMMONS REFUSE TO GO - IREISH COLONEL SLAIN IN DUEL - MORGAN JOINS HOSPITAL - STRANGE APPOINTMENT

As the House of Commons moved towards draconian enforcement of the religious laws, His Majesty decided he could get by without new taxes and abruptly prorogued that ancient body. Angry radicals in the Commons then forcibly held the Speaker in his chair and passed resolutions condemning "Popery and the untoward influence of foreign clergy", a pointed reference to the King's Dutch chaplain. The members were dismissed only by the appearance of officers and men from the Life Guards, who had to batter their way into the Chamber. There are no plans for new elections.

As if six months of fighting on the Continent were not enough, Brig. Gen. Hamilton Forbes Knox and Col. Sean McCarthy squared off in what was to be "a private affair between gentlemen" as a field

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Fall 1629

outside Dorking. Instead, a circus atmosphere prevailed, with a crowd of nearly 10,000, including the vast majority of both Irish regiments, turning out. When the duel was over, McCarthy lay dead and Knox was severely wounded. A furious Fitz O'Connor, who had seconded the late Col. McCarthy, rushed forward to give his opposite number, Lt. Col. "Wild Bill" Casey, a vicious kick to the privates. The latter called this "a dirty Catholic trick" and responded with a slash from his claymore before cooler heads separated the antagonists. With the colonelcies in both regiments vacant, nearly every street corner in London was filled with brawling Irish soldiers all season, and several subalterns are up on charges.

In the medical world, Dr. Llewellyn ap Morgan, after applying for a number of positions, accepted a residency at St. Thomas Military Hospital. The Marine Captain spent several weeks researching the treatment of burns in small Scots children, and was overheard to say, "about three quiet weeks at a desk, and I ought to have this written up for publication". Rumour has it that Dr. Morgan plans to solicit donations to set up a burn clinic. Unfortunately, due to the demands of his staff work, Dr. Morgan will be unable to see any private patients.

Lt. Col. Miles Hendon was astonished to find himself appointed Adjutant of the Cavalry Division, a position he had not applied for. The appointment came more or less by default, as Lt Col Simmons of the Blues had accepted appointment as aide to FM Walrustitty, and the lieutenant colonelcies in the Scots Greys and Oxfordshire Horse remain vacant. Hendon was so perturbed by this development that he spent two months in his rooms, muttering to himself.

In the naval world, a number of officers facing debtors' prison were permitted by the Admiralty to transfer to V Adm Davis' East Indian Fleet, much to the dismay of London's moneylenders. Among those transferred was newly promoted Ens. Hornblower, who was assigned to HMS St Andrew. Hornblower was last seen bidding a tearful farewell to Lady Nell on the quays at Portsmouth. The Fleet's first port of call: Bathurst, Gambia.

Another of London's loveliest, Lady Patricia was luckier, as her beau, Ens John (never "Reggie") Parksbrov failed in his effort to be appointed Adm Davis' yeoman. The new Ensign was so dismayed by the habit of the Royal Sovereign's seamen of calling him "Reggie", that he spent the entire month of November drinking the finest wines with his lady at Tankerville's.

ADVT: £ 100 bounty offered for experienced seamen to serve as mates aboard Royal Irish Star Lines' "Shamrock", moving passengers and potatoes between Bristol and Wexford. Inquire London office.

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The social scene was marked by FM Walrustitty's bash at the very elegant Cavendish Club. Apart from a rather inferior Ruritanian wine, the food and drink were first-rate. Even the King ("whose taste is in his mouth" according to one observer who obviously wishes to remain unidentified) was impressed. One emotional moment came when Capt. Hambone of the Scots Greys, still ailing from the bullet he received at Unterkleidung, managed to attend the party on crutches. The appearance boosted young Hambone's social standing sufficiently to permit him to purchase a majority in the Scots Greys, even though he is not a Scotsman.

Another fall has gomo and gone, and with it, another Blues and Buffs football game. Once again, the fine Buff squad was too much for the dragoons, as the East Kensington men went out to an early 4-0 lead before coasting to a 6-3 triumph. Maj. Percy Taffywacker of the Blues, who left the game winded in the First Quarter, spent the remainder of the game cheering his compatriots from the sidelines and showing off "these demmed fine athletic shoes".

EDITORIAL: This Journal fully supports HM decision to dissolve Parliament, The Commons, once a noble deliberative body had degenerated into a pack of long-winded busybodies andrabble-rousing radicals. Certainly the conduct of the members at the announcement of HM decision bears this out, particularly the bizarre support of nonconformists for the religious laws. England is better off without this effite debating society

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I still have not received dueling orders from many players, and many have also not submitted instructions in case of illness. The default order for this will be to consult the regimental or ship's surgeon for severe or terminal cases and to ignore mild cases. The medical abilities of such quacks -- uh, practitioners, will be determined randomly. Orders for the Winter are due September 8, 1984 at:

LORD PRIVY SEAL
30 Lynn Court
Darien, CT 06820

SOURCE OF THE NILE

PLAYER'S LIST: INCLUDES ADDITIONS, DELETIONS AND CORRECTIONS.

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d)	Nationality	V	F
				Advantages(a)		P	P
Jeff Cornett	Viana-do-Castelo	Dr. Nots G. Nivil	Doctor	Directional Sense(d)	Portuguese	15	0
David MacRae	Coptic Church of Astrology						
	The Church of the Water(Unblended) of Life	Alfred H. McGuffin	Journalist	Survivality(d)	Scottish	3	0
Sue Cornett	Paris Museum of Interesting Specimens	Mademoiselle Roxy LaRue	Zoologist	Double Physique(d) Survivality(a) Health(a)	French	4	2
Chuck Holleman	Societe Des Pierres et Choses Neat de Geneva	Orte'go de Dago	Ethnology	Health(d) Leadership(a) Directional Sense(a) Physique(a)	Portuguese	61	4
Pam Holleman	The Molasses and Sorghum Pharmaceutical Institute	Dr. Hypo Guy Cemia	Physician	Physique(d) Survivality(a) Directional Sense(a) Double Leadership(a,+1)	French	32	1
Doug Ford	Dublin Ethnological Survey	Lady Caroline Nelson	Explorer	Diplomacy(d) Double Physique(d)	British	2	1
Lou Cerrera	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzinese	Missionary	Survivality(a)	Italian	16	3
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humbert	Geology	Physique(d)	Swiss	0	0
David A. Wesley	Paris Academy of Military Science	Robert Fromage IV	Explorer	Diplomacy(d)		0	0

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Summer, 1832

NOTE: ALL items in this column are RUMOR, therefore they are subject to error. No piece of information may be considered accurate until published by the explorer upon return to Europe.

- IN EUROPE

GUIDO VITTORIO SCONZINESE has found a permanent home on the outskirts of Rome. By some strange miracle, he has raised another \$200 for a future expedition to Africa. It looks like good may return to Africa some day in the far future.

- IN AFRICA

LADY CAROLINE NELSON heads north, crossing the orange river. Upon leaving the Cape Colony, hex 640-628. She moves into hex 616 which is a mountain hex, with the highest peaks being 11,200 ft. While exploring this hex, she meets 15 warriors of BaSundi. The warriors of BaSundi bow down to the white she goddess in fear. She offers the Chief 15 gifts to insure a friendly reaction. She trades with the tribe next turn. Askaris was 6 gifts, bearers 3 gifts, guides 1 gift to hire on. She can buy a canoe for 4 gifts and 1 gift buys 2 rations. She also discovers a river source in direction 6 into hex 603. Hunting provides her with 2 rations per hunter. The most interesting thing she discovers in this hex is a strange, starving white man who appears out of the jungle, screaming about a great white ape.

ALFRED H. MCGUFFIN ends his turn in hex 616 with Lady Caroline Nelson and the BaSundi tribe. He tells a story how he was attacked by a tribe of 40 cannibals led by a large white ape and how he escaped alone with no weapons or food. Hidden contest #3 has been running for a number of issues. Name the nature of the hidden contest. Note: the following individuals are not eligible to participate - H. Burke, D. MacRae. (hint: See persons not eligible). Any person who successfully answers hidden contest #3 by September 15, 1984, will receive a 2-month subscription. If no one correctly answers, additional hints will be given next issue.

DR. NOTS G. NIVIL decides that he should continue west across Africa so he turns in direction 4 into hex 361. He discovers that hex 361 is a desert. He returns to hex 341 because he thinks that it would not be a good idea to march across the desert.

DR. HYPO GUY CEMIA's expedition remains stalled because several members of the expedition are still sick, in insulin shock. Two Askaris die, 2 Askaris are still sick and 2 Askaris are saved by the good doctor. Six bearers die this turn, 6 bearers are still sick, and 3 bearers recover. Hunting provides no rations this turn. It seems that the Askaris have developed a taste for bon-bons.

ORTEGO DE DAGO continues up river, after one of his Askaris falls in the river and drowns. He follows the river into hex 588, which is a veldt hex with the river turning in direction 6 into hex 602. His expedition continues into hex 603. He finds that the river turns in direction 4 into hex 615. Hex 603 is a desert hex. His hunters provide the expedition with 3 rations while in the veldt.

ROBERT FROMAGE IV continues down the Nile. He moves through hex 228, which is a veldt hex with the river turning into hex 250. He discovers that hex 250 is a jungle hex. He is met by 12 warriors of the Makua tribe. He wisely approaches them in an open friendly manner. The chief asks him "if he a friend of the ghost who walks?" He gives the chief 12 gifts. He discovers that other white men have been here. He finds that Askaris want 6 gifts to hire on, bearers want 1 gift each, and guides hire on for 3 gifts. He can buy a canoe for 3 gifts and one gift buys 3 rations.

MADEMOISELLE ROXY LARUE manages to wander out of the desert in direction 6 into hex 578, which is a jungle hex, with a river source flowing in direction 2 into hex 577. She manages to find food.

PROFESSOR HUMBERT HUMBERT decides to cache his geological specimen and retrieve 5 rations. He decides that the best thing to do is to treat Rufigi river like an African Nymphet by sneaking up on her from the back side?! He moves his expedition into hex 434, which is veldt. He is greeted by 4 scouts of a slaving party heading towards the coast with captives. He approaches them in an open friendly manner, when he notices that one of the captives is a beautiful young native girl. It is at this point that all hell breaks loose. Somehow, during the battle, Humbert escapes with the girl and 4 rations. What happened to his expedition he does not know, or even care.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns	ride	pack	Lost	Mount	Mount	Cmls
McGuffin	0	0	0	0	0	0	0	616	0	0	0	0	0	0	0
LaRue	0	0	0	0	0	0	0	578	0	0	0	0	0	0	0
Dago	29	41	1	5	400	106	1	602	0	0	0	0	0	0	0
Cemia	22	29	1	0	308	135	13	160	0	0	0	0	0	0	0
Sconzinese	In Europe - \$1700														
Humbert	0	0	0	0	4	0	0	452	0	0	0	0	0	0	0
Fromage	9	16	0	2	94	6	0	250	0	0	0	0	0	0	0
Nivil	0	12	0	0	4	99	0	341	0	0	0	0	0	0	0
Nelson	8	4	1	0	100	25	2	616	0	14	10	0	0	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS	#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe	8	Humbert	471	15 Gifts
2	O'Foran	211	31 Rations	9	McGuffin	431	1 Canoe, 16 Gifts, 1 Musket
3	Dago	260	1 Canoe, 1 Gift	10	Humbert	470	26 Gifts
4	McBuns	182	1 Canoe	11	Humbert	451	17 Gifts
5	Twombly	523	2 Canoes, 17 Gifts	12	Humbert	450	1 Canoe, 10 Gifts, 1 Musket
6	Twombly	521	20 Rations				
7	Humbert	452	20 Gifts, 2 muskets 1 Geological Specimen				

Players are reminded to submit their next move by September 8, 1984, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT, 06820